

**CLAIMS:**

What is claimed is:

*Sub A*  
1      A method in a data processing system for changing a  
2      pointer, the method comprising:

3            receiving a user input indicating that a pointing  
4      device was moved;

5            calculating a rate of movement for the pointing  
6      device;

7            comparing the rate of movement with a given  
8      threshold of speed; and

9            automatically updating a presentation of the pointer  
10     based on the given threshold of speed in response to  
11     receiving the user input, wherein a presentation of the  
12     pointer is altered if the rate of movement exceeds the  
13     given threshold of speed.

1      2.      The method of claim 1, wherein the change for the  
2      pointer is associated with the given threshold of speed.

1      3.      The method of claim 1, wherein other thresholds are  
2      present in addition to the given threshold of speed and  
3      wherein the pointer is changed each time one of the other

4 thresholds is exceeded.

1 4. The method of claim 1, wherein the presentation of  
2 the pointer is a series of different changes in  
3 presentation based on the rate of movement for the  
4 pointing device.

1 5. The method of claim 1, wherein the pointer returns  
2 to its previous appearance when the rate of movement for  
3 the pointing device decreases below the given threshold  
4 of speed.

1 6. The method of claim 1, wherein the threshold is a  
2 measurement of a distance traveled with respect to a time  
3 interval for the distance traveled.

1 7. The method of claim 1, wherein the pointing device  
2 is one of a mouse, a pointing stick, a touch pad, a  
3 joystick, a key on a keyboard, an electronic pen, or a  
4 trackball.

1 8. The method of claim 1, wherein the updating step

2 includes:

3 changing the color of the pointer.

1 9. The method of claim 1, wherein the updating step

2 includes:

3 changing the shape of the pointer.

1 10. The method of claim 1, wherein the updating step

2 includes:

3 changing the size of the pointer.

1 11. A method in a data processing system for changing a

2 pointer, the method comprising:

3 receiving a user input specifying a threshold;

4 defining a change for the pointer; and

5 associating a threshold of speed with the change for

6 the pointer.

1 12. The method of claim 11, wherein multiple thresholds

2 are defined for changing the pointer.

1 13. A data processing system comprising:

2           a bus system;  
3           a communications unit connected to the bus system;  
4           a memory connected to the bus system, wherein the  
5       memory includes as set of instructions; and  
6           a processing unit connected to the bus system,  
7       wherein the processing unit executes the set of  
8       instructions to receive a user input indicating that a  
9       pointing device was moved; calculate a rate of movement  
10      for the pointing device; compare the rate of movement  
11      with a given threshold of speed; and automatically update  
12      a presentation of the pointer based on the given  
13      threshold of speed in response to receiving the user  
14      input, wherein a presentation of the pointer is altered  
15      if the rate of movement exceeds the given threshold of  
16      speed.

1     14. A data processing system comprising:  
2           a bus system;  
3           a communications unit connected to the bus system;  
4           a memory connected to the bus system, wherein the  
5       memory includes as set of instructions; and

6        a processing unit connected to the bus system,  
7 wherein the processing unit executes the set of  
8 instructions to receive a user input specifying a  
9 threshold; define a change for the pointer; and associate  
10 a threshold of speed with the change for the pointer.

1     15. A data processing system for changing a pointer, the  
2 data processing system comprising:  
3           receiving means for receiving a user input  
4 indicating that a pointing device was moved;  
5           calculating means for calculating a rate of movement  
6 for the pointing device;  
7           comparing means for comparing the rate of movement  
8 with a given threshold of speed; and  
9           updating means for automatically updating a  
10 presentation of the pointer based on the given threshold  
11 of speed in response to receiving the user input, wherein  
12 a presentation of the pointer is altered if the rate of  
13 movement exceeds the given threshold of speed.

1     16. A data processing system for changing a pointer, the  
2 data processing system comprising:

3 receiving means for receiving a user input  
4 specifying a threshold;  
5 defining means for defining a change for the  
6 pointer; and  
7 associating means for associating a threshold of  
8 speed with the change for the pointer.

1 17. A computer program product in a computer readable  
2 medium for changing a pointer, the computer program  
3 product comprising:  
4 first instructions for receiving a user input  
5 indicating that a pointing device was moved;  
6 second instructions for calculating a rate of  
7 movement for the pointing device;  
8 third instructions for comparing the rate of  
9 movement with a given threshold of speed; and  
10 fourth instructions for automatically updating a  
11 presentation of the pointer based on the given threshold  
12 of speed in response to receiving the user input, wherein  
13 a presentation of the pointer is altered if the rate of  
14 movement exceeds the given threshold of speed.

1       18. A computer program product in a computer readable  
2 medium for changing a pointer, the computer program  
3 product comprising:  
4               first instructions for receiving a user input  
5 specifying a threshold;  
6               second instructions for defining a change for the  
7 pointer; and  
8               third instructions for associating a threshold of  
9 speed with the change for the pointer.

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